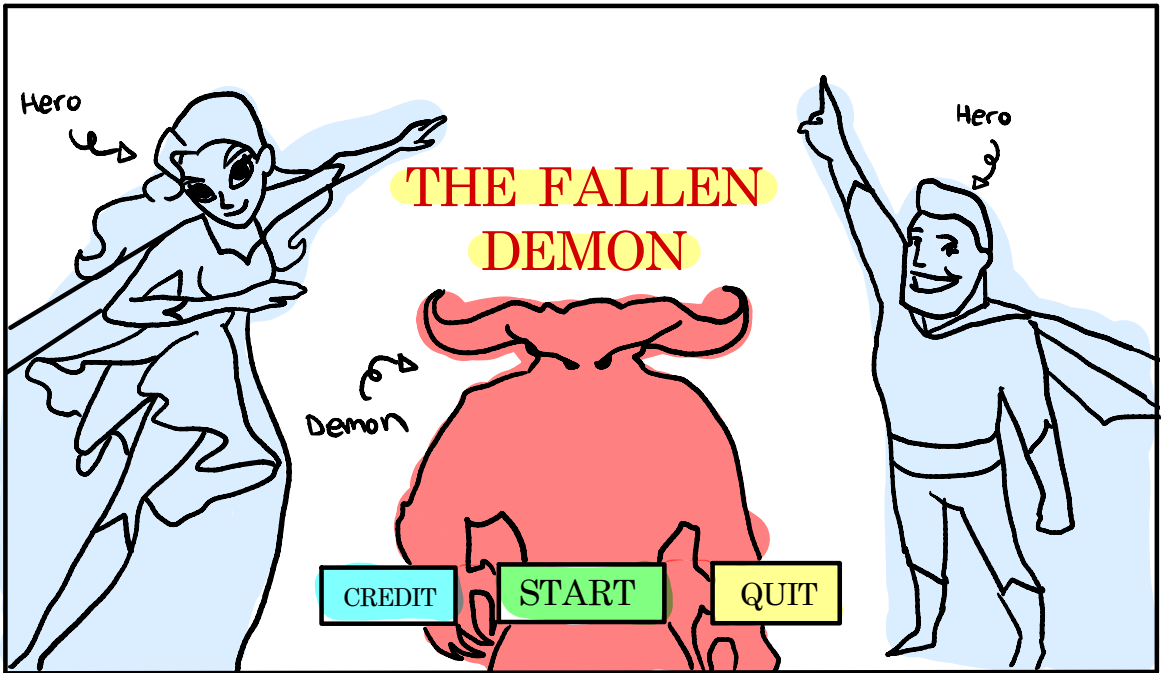


MENU



IN-GAME



